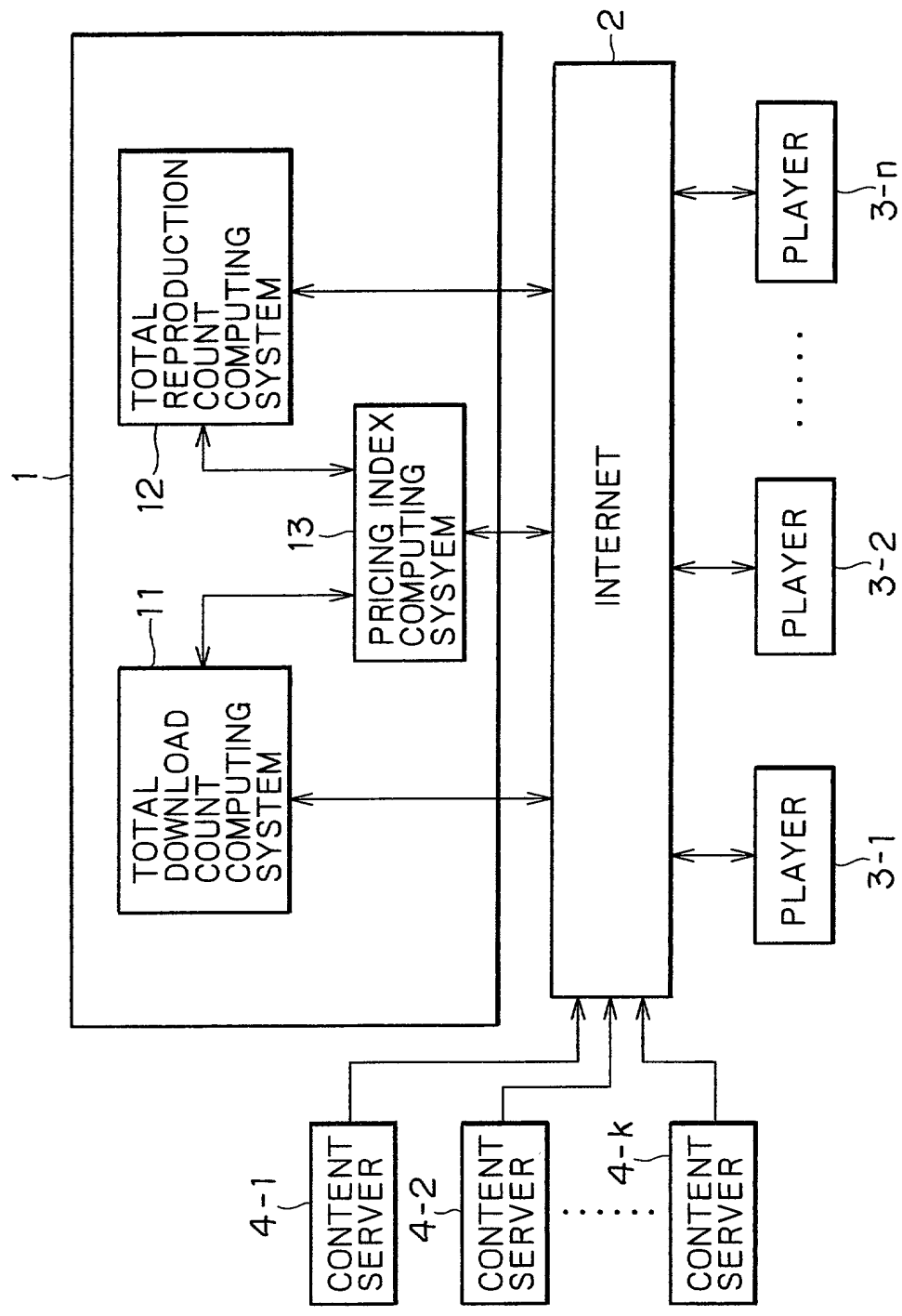
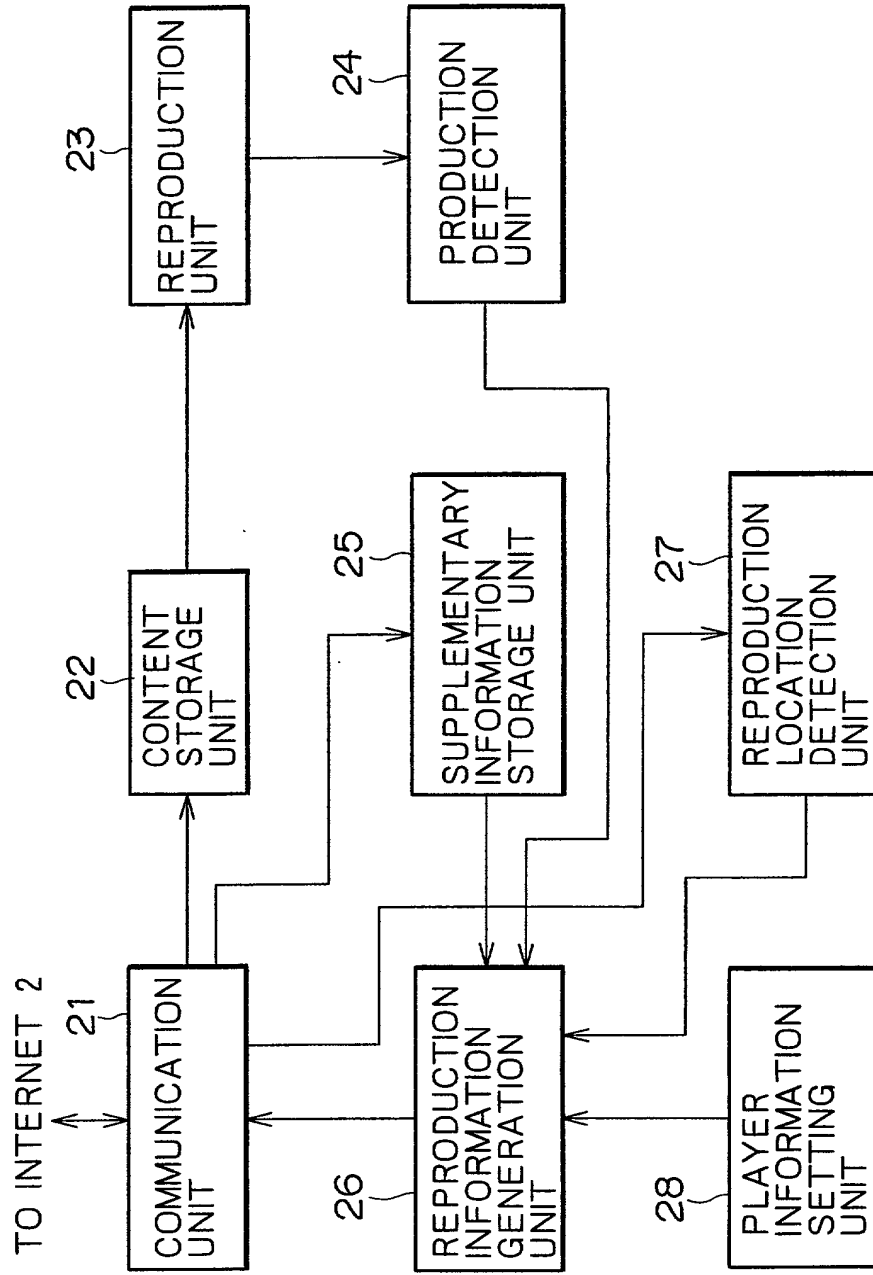


FIG. 1 is a block diagram of a system for managing content distribution. The system includes a central processing unit (1) connected to a network (2). The central processing unit (1) contains a total download count computing system (11), a total reproduction count computing system (12), and a pricing index computing system (13). The network (2) is connected to multiple content servers (4-1, 4-2, ..., 4-k) and multiple players (3-1, 3-2, ..., 3-n). The content servers (4-1, 4-2, ..., 4-k) are connected to the network (2) and the central processing unit (1). The players (3-1, 3-2, ..., 3-n) are connected to the network (2) and the central processing unit (1). The central processing unit (1) is connected to the network (2) and the content servers (4-1, 4-2, ..., 4-k). The network (2) is connected to the players (3-1, 3-2, ..., 3-n). The central processing unit (1) is connected to the network (2) and the content servers (4-1, 4-2, ..., 4-k). The network (2) is connected to the players (3-1, 3-2, ..., 3-n).

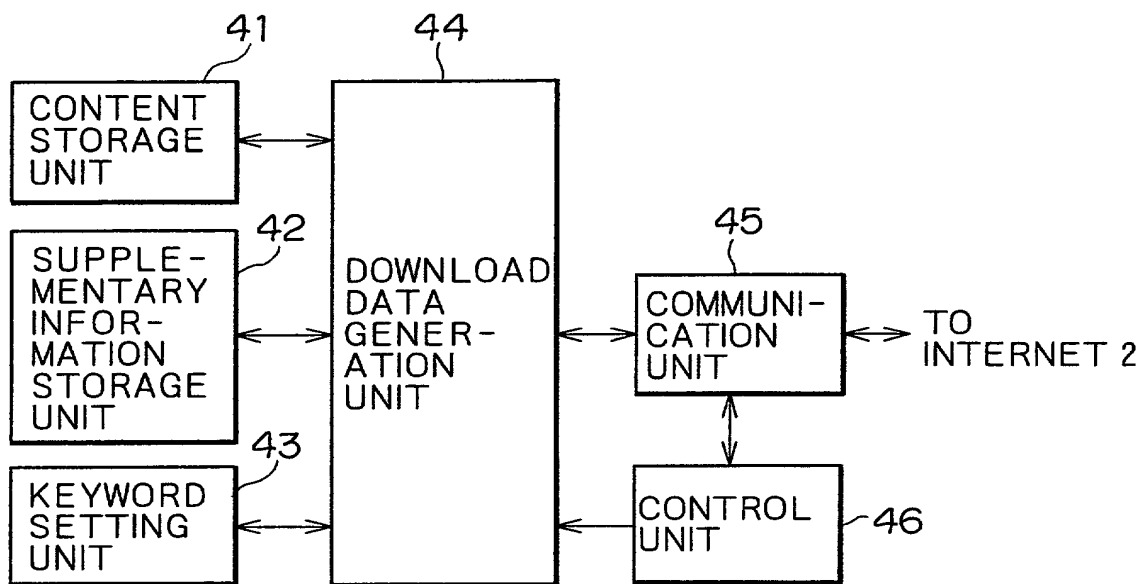
FIG.1



# FIG. 2

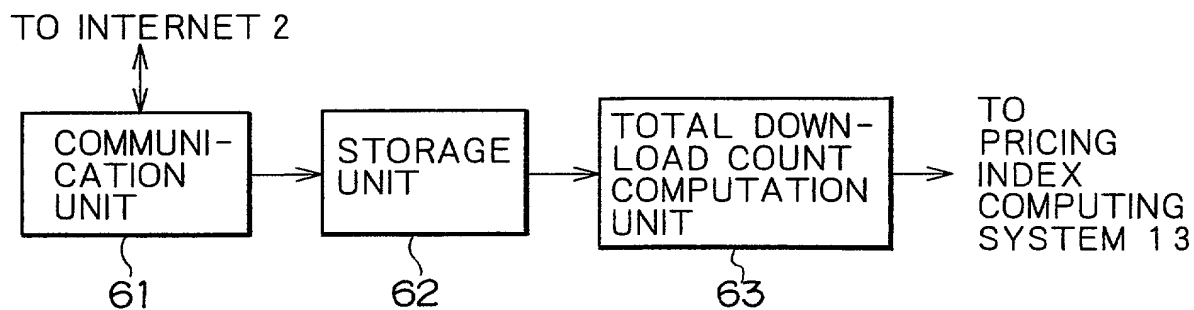


# FIG. 3



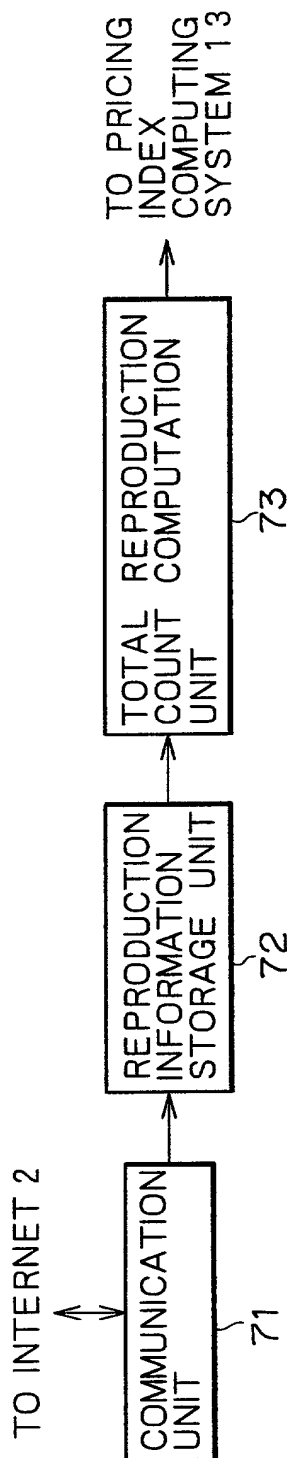
4

# FIG. 4



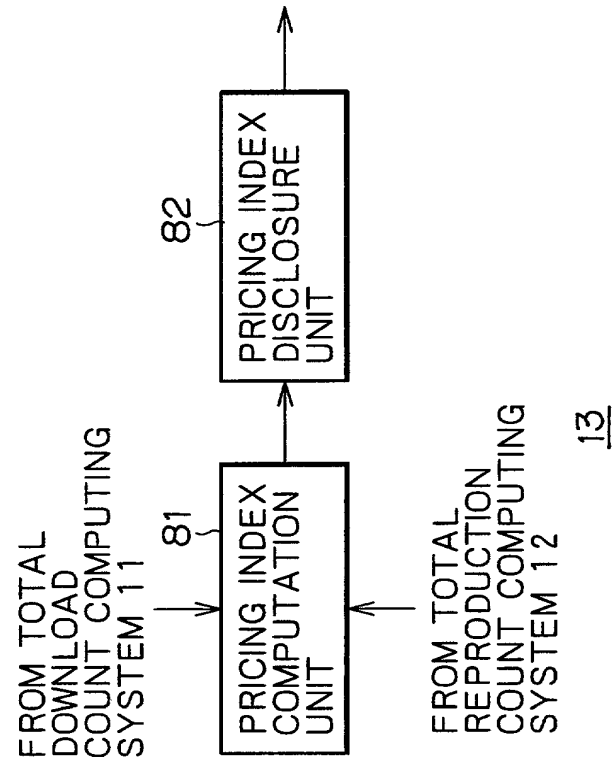
11

FIG. 5



12

FIG. 6



13

FIG. 7

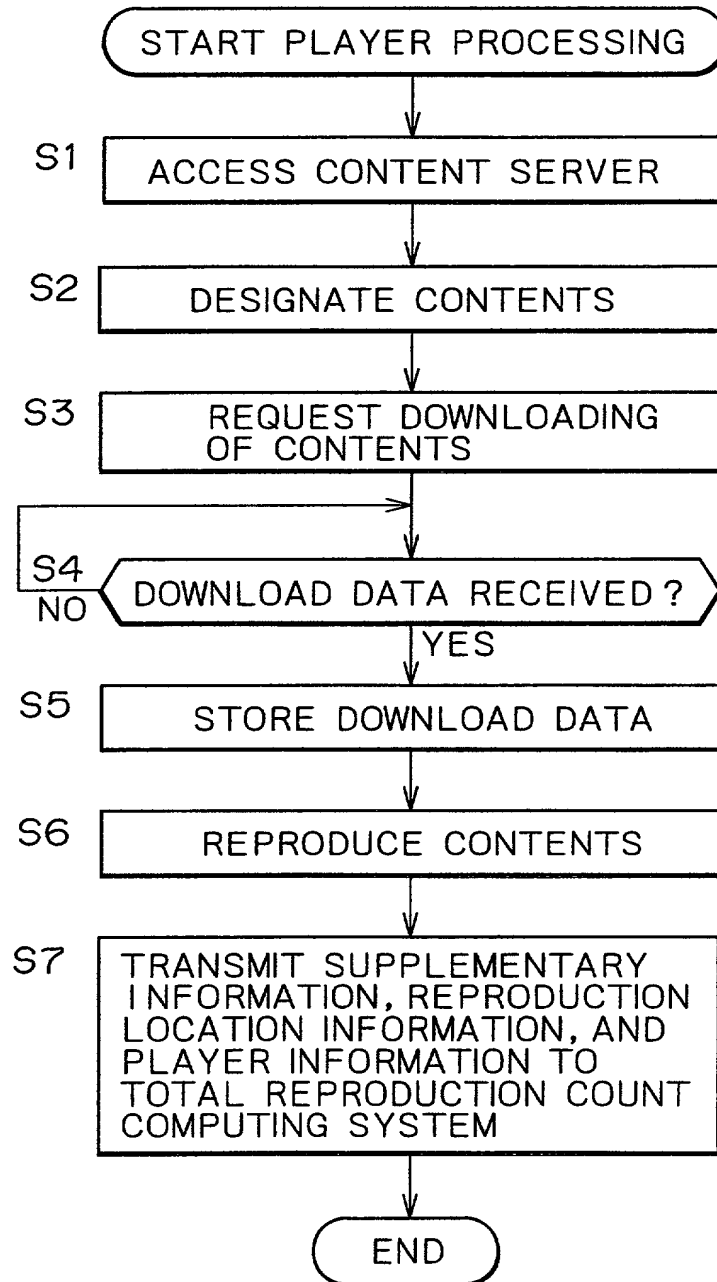


FIG. 8

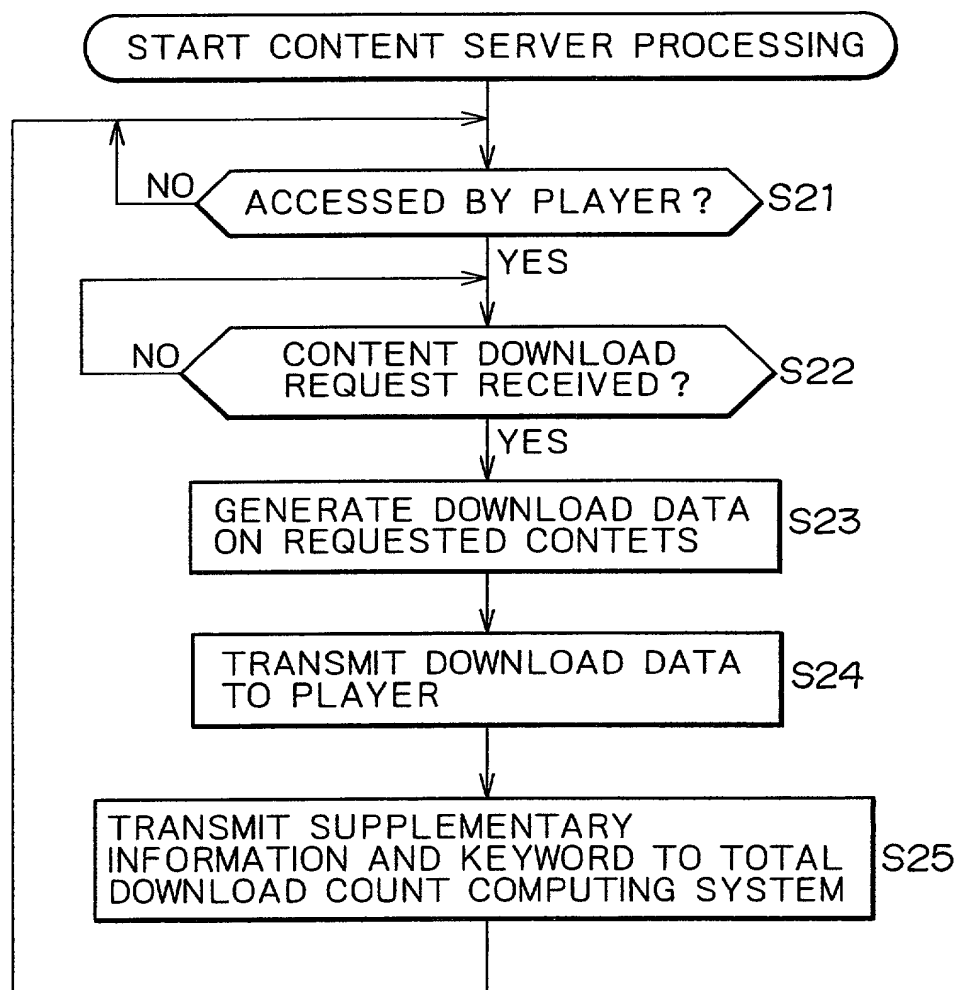


FIG. 9

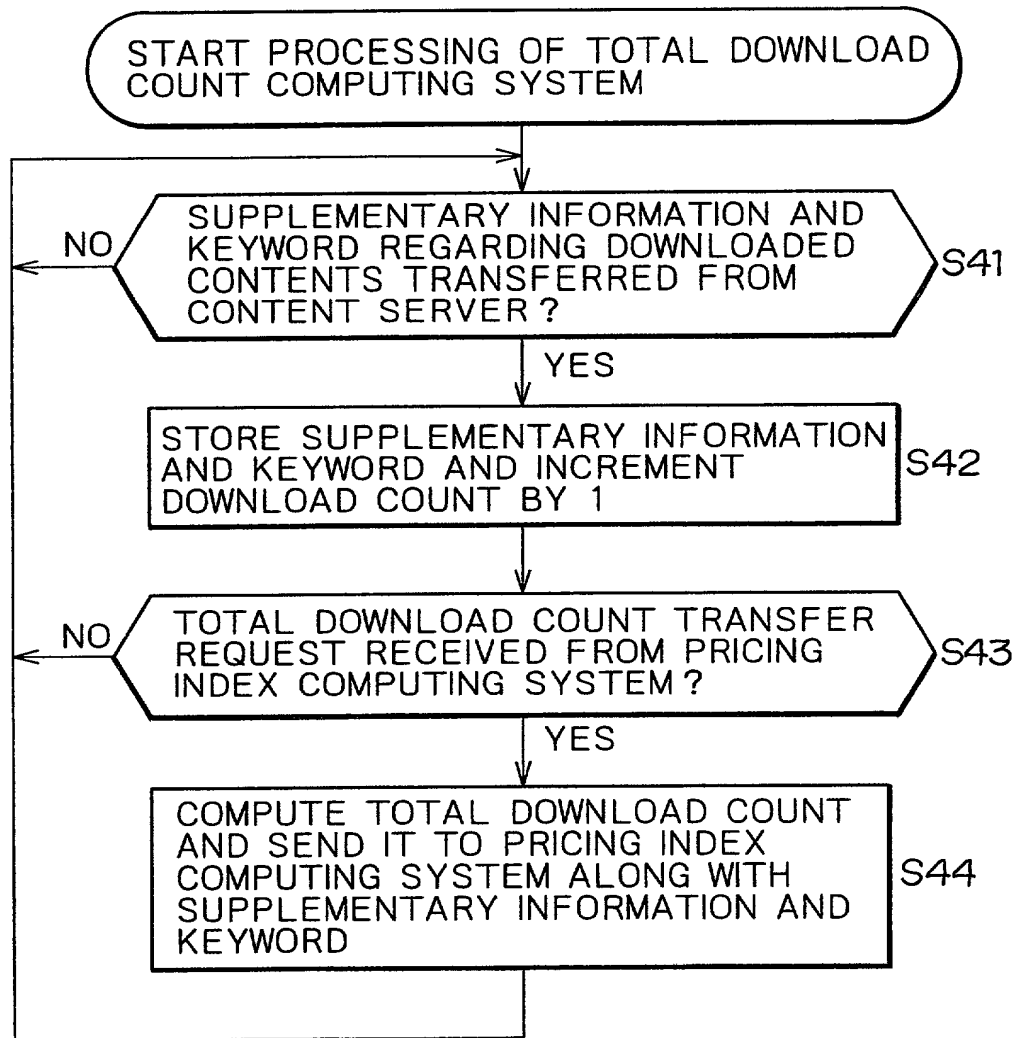


FIG.10

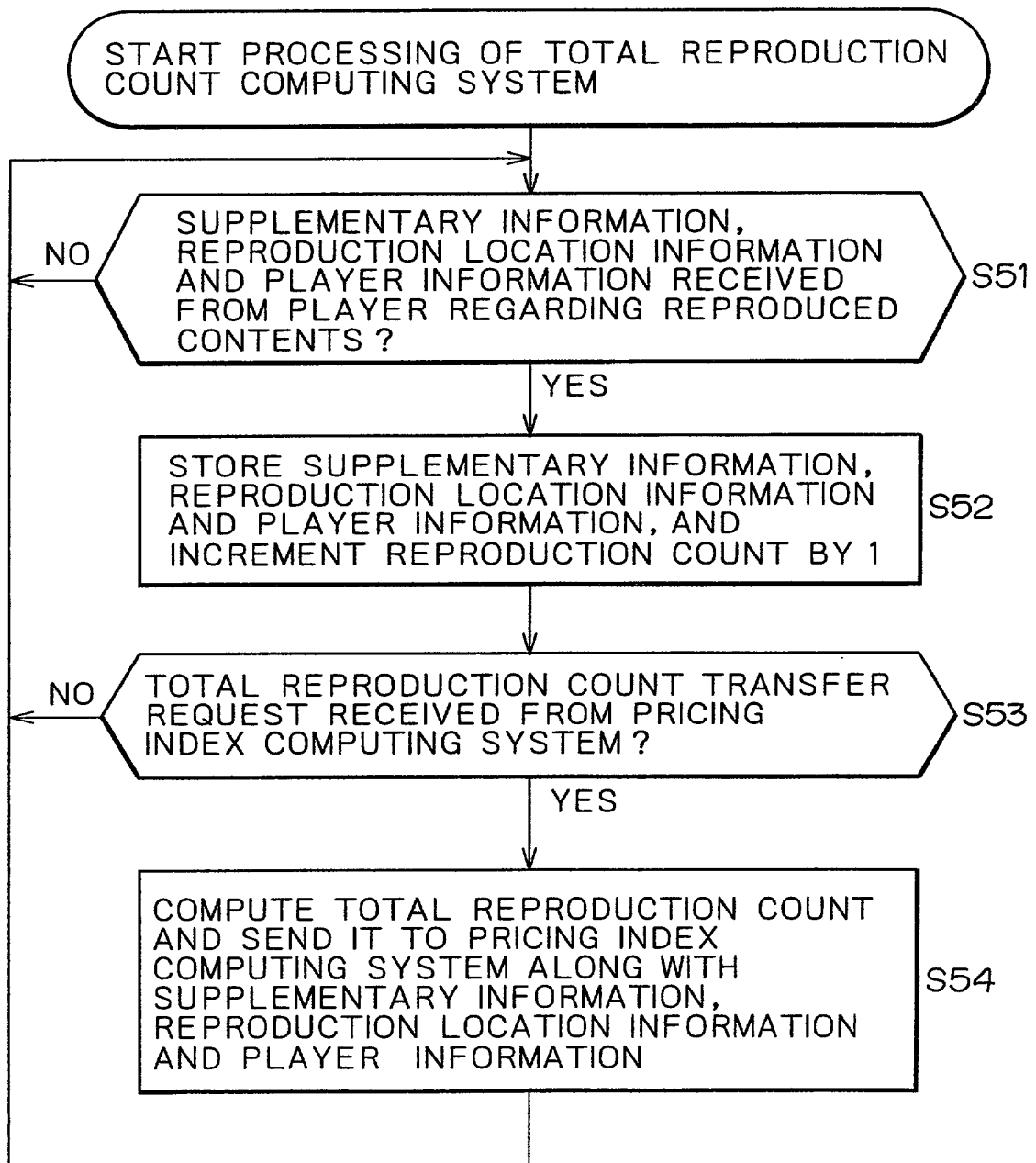




FIG. 11

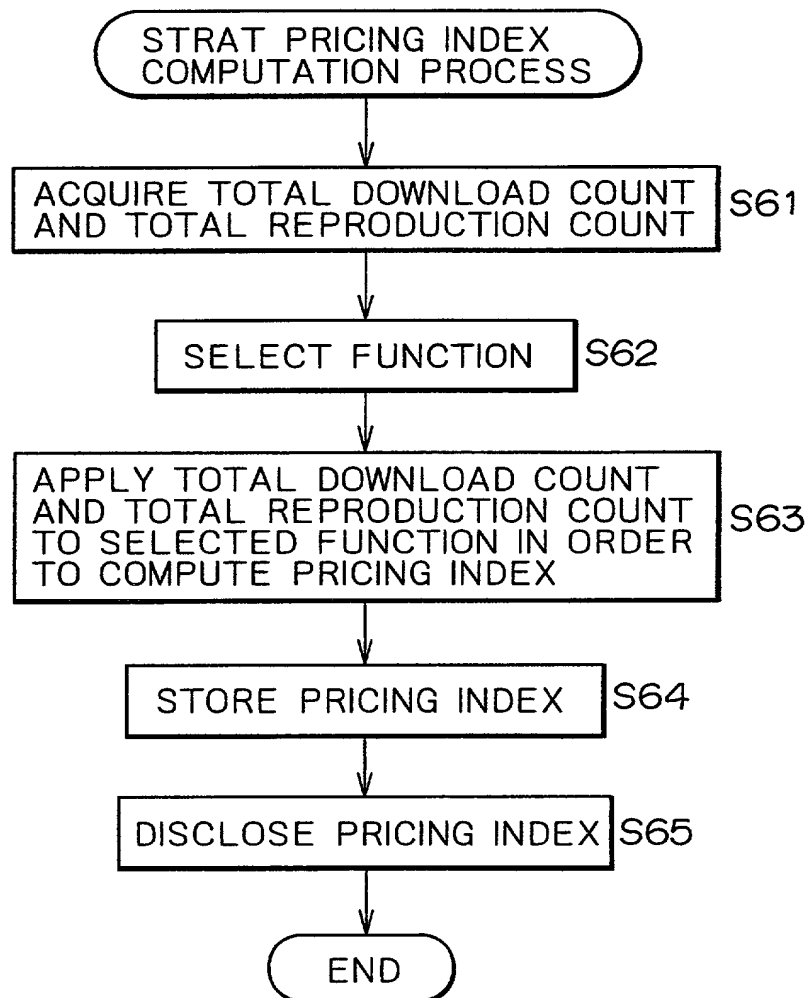


FIG. 12 is a block diagram of a system architecture. The system includes a central INTERNET block. On the left side, there are multiple CONTENT SERVER blocks (4-1, 4-2, ..., 4-k) connected to the INTERNET. On the right side, there are multiple PRICING AGENT blocks (1-1, 1-2, ..., 1-m) connected to the INTERNET. Above the INTERNET, there are multiple PLAYER blocks (3-1, 3-2, ..., 3-n) connected to the INTERNET. A META-PRICING AGENT block (91) is connected to the INTERNET. The diagram illustrates a network-based system for content distribution and pricing.

FIG.12

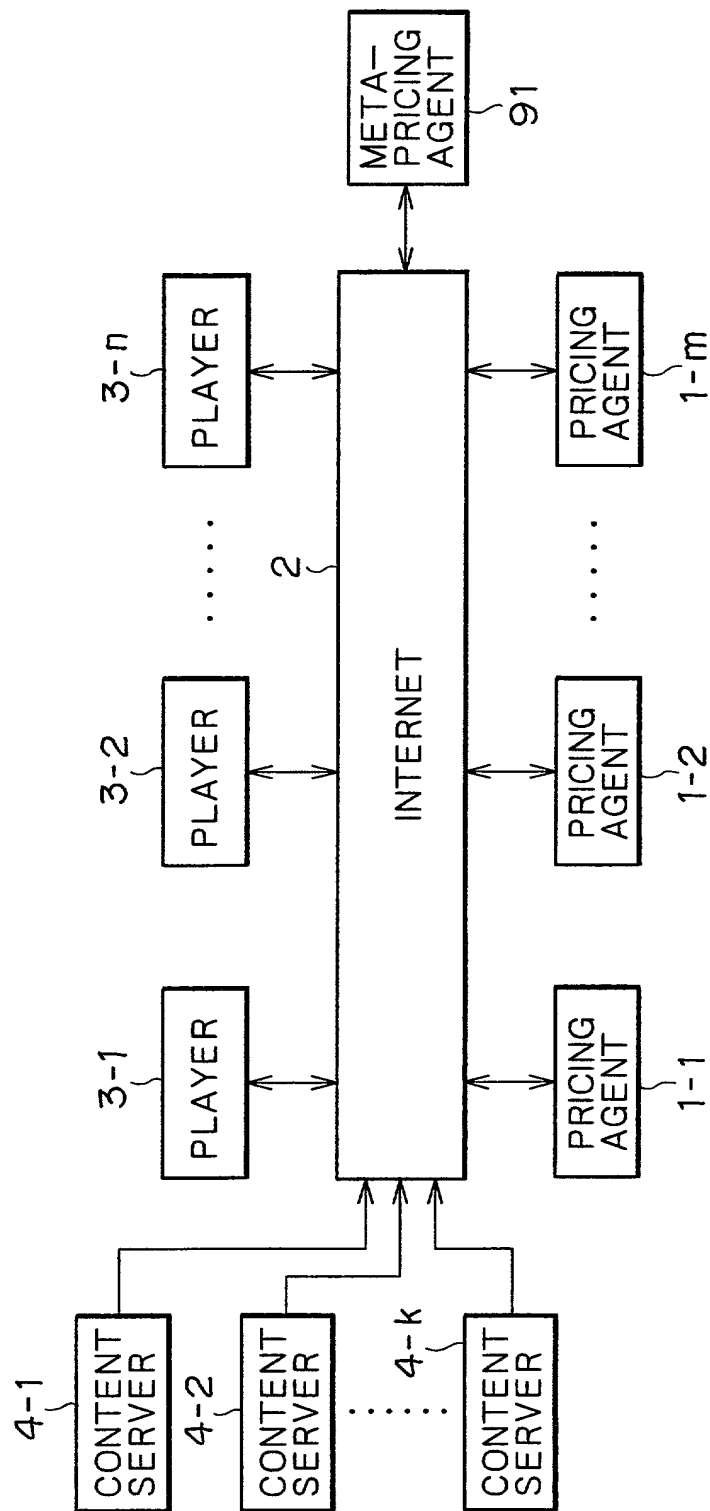


FIG.13

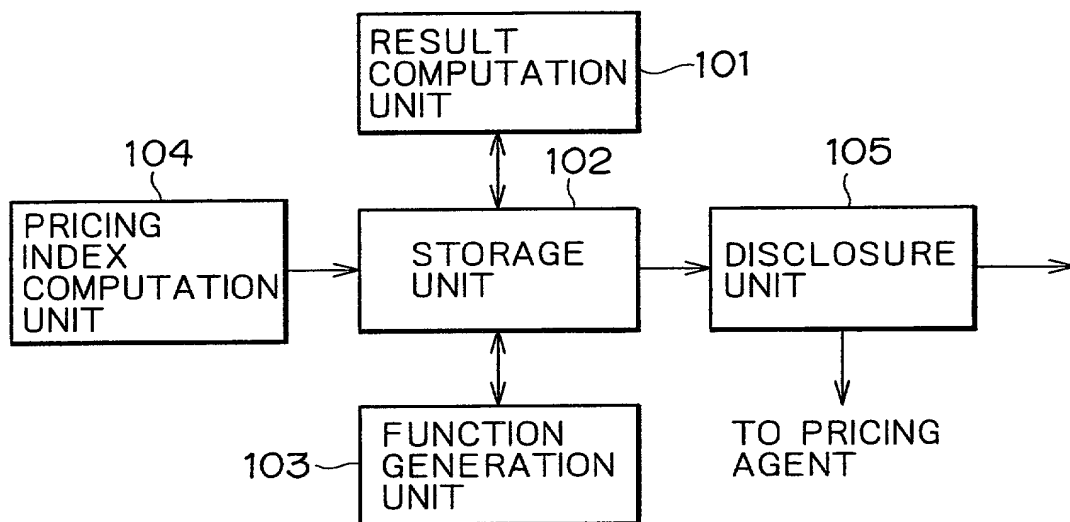


FIG. 14

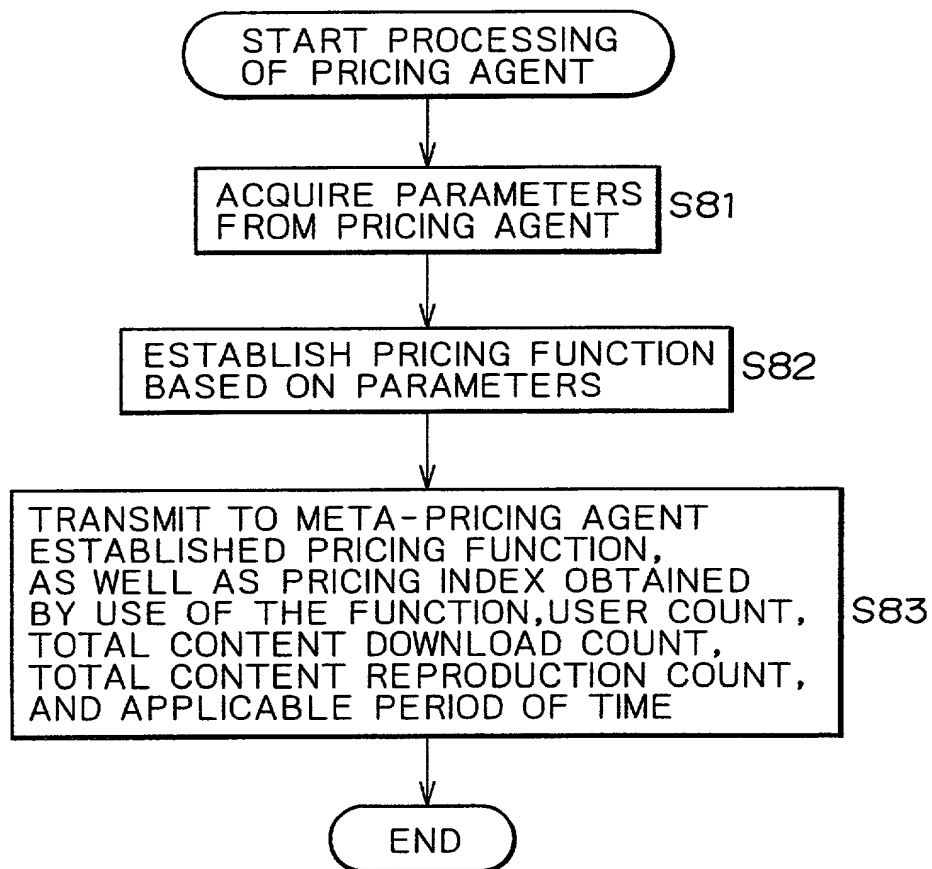


FIG.15

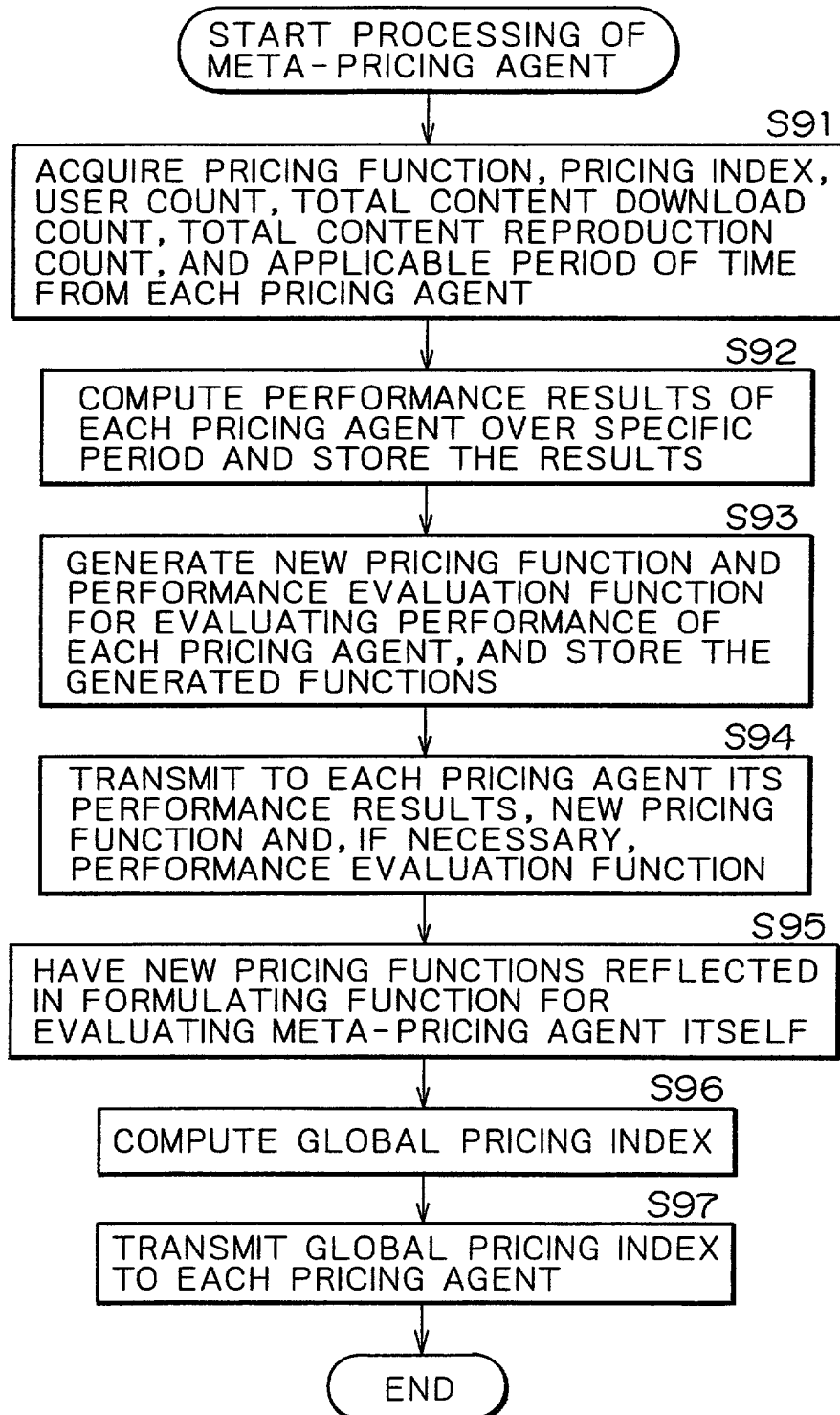


FIG. 16

